

George Mason University of Art
Fall 2016
2D Design and Color, AVT 104 007
Tuesdays, Thursdays 10:30 – 1:10, Art and Design Bldg. Rm L002
Instructor: Andy Yoder
Phone: 703-993-8898 (Art office)
Mail Box in art office
Email: ayoder@gmu.edu

Course Description:

The focus of this course is developing ideas, working out techniques, and bringing flat, 2-dimensional, imagery to life. It's also about problem solving, developing critical thinking, and having fun while working hard. We will use drawing, painting and collage to explore the fundamentals of 2D design such as value, texture, space, contrast, and proportion. These techniques, along with the use of color, will become incredibly useful tools to help develop and express ideas, along with the individual personality of each student.

Sketchbooks

Use these at least once a day, and soon an obligation will become an extremely useful habit! Even the smallest doodle or observed sketch can lead to a new idea. It becomes a tool to help you work out problems, becoming an extension of your brain while saving you valuable studio time. Most importantly, sketchbooks help connect your eyes to your hands.

Attendance/Participation

This is an extremely important aspect of the class. Arrive on time, as I will take attendance, and only two excused absences are allowed during the semester. During critiques, active participation is a requirement, but here again you will discover that these are enormously helpful in sharpening our thinking and leading to insights that might otherwise get missed. You also need to be attentive during demonstrations, and not waste time during class.

Field Trips

Visits to DC museums and art galleries, along with attending Art Department special events and openings, are a requirement of the course that you will get huge benefits from. Bring your sketchbook to shows to make written & visual notes.

Studio art majors are required to make at least one of the Saturday bus trips to NYC, but non-art majors should try as well; seeing current shows in New York's galleries and museums is enormously energizing!

Grading

Your grade will be based on the instructor's evaluation of the following:

- the effort and imagination you apply to your work
- your individual progress gaining skills and developing work
- active participation in class and during crits
- sketchbook
- attendance
- meeting deadlines

Letter grading is especially hard to apply to visual art, but here is the framework:

A: over the top, far exceeding the requirements, with extraordinary, sustained effort & imagination

B: above average, and exceeding the requirements C: average effort while meeting the requirements

D: below average effort, reflected in the work, i.e. "mailing it in." F: did not meet requirements, and work is clearly unsatisfactory.

Studio Maintenance and Civility Rules

- If you don't know, ask.
- As per department rules, no cell phones or headphones. However, I'm happy to have the class listen to Pandora or have students plug their music into the speakers.
- Put your work in storage areas, clearly labeled with your name and section, at end of every class.
- Clean up after yourself.
- Treat people with respect.

During the Semester:

Expect to spend at least 6 hours working outside of class

- Sketch your ideas in your sketchbook
- Expect to spend at least 6 hours working outside of class

During Critiques:

- These will start promptly at the beginning of class
- Work should be set up beforehand, with all surfaces clear except for artwork
- Use the entire studio and SoA building to present your work
- Each student will have 5-12 minutes for discussion and crit
- Articulate your process and idea development honestly
- Make notes of your thoughts, ways to improve, or questions
- Most importantly, SPEAK UP! There is no such thing as stupid questions or bad ideas. This is not a competition, and the more everyone contributes the more we'll get out of the discussion.

Materials and Supplies:

One of the great skills artists develop is scrounging materials. Besides saving you money, these may give you new ideas and lead to unexpected results. This includes approaching businesses for donations; you will be amazed how often they are glad to help when asked in the right way. Your studio fee covers some basic materials, but beyond a modest amount you will need to purchase your own. Make sure you have whatever materials you choose to work with before class, rather than taking class time to gather them. We will discuss materials before each project to help you with this.

Please purchase (or scrounge) the following basic supplies and have them with you at class:

- Sketchbook- 9x12” or larger
- 1 pad of 18” x 24” Bristol or Drawing paper (smooth surface, tape bound preferred)
- Drawing pencils: 8B, 6B, 2B, HB, 2H, 6H
- Kneaded eraser
- Ballpoint pen
- Sharpie
- Straight edge or ruler, 24”
- Exacto or utility knife and blades
- Scissors
- Acrylic paint: (No Ultramarine blue) Celurean Blue, Golden Yellow, Lemon Yellow, Red Orange, Crimson Red, white, black, and any other colors you don’t want to mix.
- Assorted brushes: small, medium and large, nylon or Taklon, soft and flexible
- Glue stick and a bottle of rubber cement
- Small bottle of India ink
- Plastic plate or mixing tray
- Large yogurt container or other plastic container for rinse water
- Water resistant portfolio, 19” x 25” or larger
- Optional – a small hand held mirror (for the first assignment)

Course Content:

Assignment 1 – Expressive Line

Different kinds of line (thick vs. thin, smooth vs. rough, long vs. short, brush vs. pen, etc.) produce completely different expressive effects. Use 5 different types of line to make 5 images of your name, your face, your feet, or your hand. Then make a final image that combines 3 types of line in the same picture.

Assignment 2 – Value

Create three grey scales, each composed of 10 segments, using collage (from the one issue of the Washington Post), cross hatching, and ink washes. Next, create an image that uses all three techniques and as many values, from darkest to lightest, as possible.

Assignment 3 – Color your world

After creating color wheels and learning about color schemes, select one color and create a landscape using tint and hue to create depth and space. Next, we’ll divide into groups to devise expressions of the color wheel using “real world” materials: collections of objects, photos of people wearing clothes, food, or anything else under the sun.

Assignment 4 – Punching out space

This unit will start with studies of foreground, middleground and background, move to relative size (scale) and overlapping, then on to different kinds of perspective. Afterwards, use paint and collage to create 3 different compositions: one indoors, one outdoors, and one of your choice.

Assignment 5 – Positive and Negative Space

This is an often-overlooked, yet powerful, resource for making images. Using any media, create three dynamic compositions using the full page for each one, where the negative space equals or exceeds the power of the positive space.

Assignment 6 – Pattern Power

Drawing from historic and present-day sources, create your own pattern. Next apply this pattern to alter an object, or create a site-specific addition to the interior or exterior environment.

Assignment 7 - Composition, Balance, Symmetry and Asymmetry

Create four compositions using symmetrical balance, approximate symmetrical balance, asymmetrical balance, and radial balance. In each composition the elements or subject matter should remain the same.

Final Project

Create a still life, either in color or black and white, that takes into account each of the 7 earlier assignments: expressive line, value, the illusion of space, etc. Create a foreground, middleground and background as well as highlights and shadows indicating a light source.

Week to Week Schedule (subject to change) – Fall 2016

- Week 1: 1. Tuesday, August 29: introduction and supplies
2. Thursday, Sept 1: expressive line
- Week 2: 3. Tuesday, Sept 6: expressive line
4. Thursday, Sept 8: expressive line due, crit
- Week 3: 5. Tuesday, Sept 13: value
6. Thursday, Sept 15: value
- Week 4: 7. Tuesday, Sept 20: value
8. Thursday, Sept 22: value due, crit
- Week 5: 9. Tuesday, Sept 27: Color your world
10. Thursday, Sept 29: Color your world
- Week 6: 11. Tuesday, Oct 4: Color your world
12. Thursday, Oct 6: Color your world due, crit
- Week 7: 13. Tuesday, Oct 11: No class to allow for Columbus Day
14. Thursday, Oct 13: Punching out space
- Week 8: 15. Tuesday, Oct 18: Punching out space
16. Thursday, Oct 20: Punching out space
- Week 9: 17. Tuesday, Oct 25: Punching out space
18. Thursday, Oct 27: Punching out space due, crit
- Week 10: 19. Tuesday, Nov 1: Positive and negative space
20. Thursday, Nov 3: Positive and negative space due
- Week 11: 21. Tuesday, Nov 8: Pattern power
22. Thursday, Nov 10: Pattern power
- Week 12: 23. Tuesday, Nov 15: Pattern power
24. Thursday, Nov 17: Pattern power

Week 13: 25. Tuesday, Nov 22: Pattern power due, crit
26. Thursday, Nov 25: No class (Thanksgiving break)
Week 14: 27. Tuesday, Nov 29: Composition, balance, symmetry
28. Thursday, Dec 1: Composition, balance, symmetry due
Week 15: 29. Tuesday, Dec 6: Final project
30. Thursday, Dec 8: Final project
Final project due December 20th

MASON CORE CLASSES:

This class fulfills a Mason Core Core requirement for Arts. Arts goal: Courses aim to achieve a majority of the following learning outcomes: students will be able to identify and analyze the formal elements of a particular art form using vocabulary appropriate to that form; demonstrate an understanding of the relationship between artistic technique and the expression of a work's underlying concept; analyze cultural productions using standards appropriate to the form and cultural context; analyze and interpret material or performance culture in its social, historical, and personal contexts; and engage in the artistic process, including conception, creation, and ongoing critical analysis.

Students with Disabilities and Learning Differences: If you have a diagnosed disability or learning difference and you need Academic accommodations please inform me at the beginning of the semester and contact the Office of Disability Services (SUB I room 234, 703-993-2474). You must provide me with a faculty contact sheet from that office outlining the accommodations needed for your disability or learning difference. All academic accommodations must be arranged in advance through the Office of Disability Services.

Technology: In accordance with George Mason University policy, please silence all cellular telephones and other wireless communication devices at the start of class. The instructor of the class will keep his/her cell phone active to assure receipt of any Mason Alerts in a timely fashion; or in the event that the instructor does not have a cell phone, he/she will designate one student to keep a cell phone active to receive such alerts.

Commitment to Diversity: This class will be conducted as an intentionally inclusive community that celebrates diversity and welcomes the participation in the life of the university of faculty, staff and students who reflect the diversity of our plural society. All may feel free to speak and to be heard without fear that the content of the opinions they express will bias the evaluation of their academic performance or hinder their opportunities for participation in class activities. In turn, all are expected to be respectful of each other without regard to race, class, linguistic background, religion, political beliefs, gender identity, sex, sexual orientation, ethnicity, age, veteran's status, or physical ability.

Statement on Ethics in Teaching and Practicing Art and Design: As professionals responsible for the education of undergraduate and graduate art and design students, the faculty of the School of Art adheres to the ethical standards and practices incorporated in the professional Code of Ethics of our national accreditation organization, The National Association of Schools of Art and Design (NASAD).

Open Studio Hours: SOA teaching studios are open to students for extended periods of time mornings, evenings and weekends whenever classes are not in progress. Policies, procedures and schedules for studio use are established by the SOA studio faculty and are posted in the studios.

Important University Dates:

Consortium Registration Deadline	TBD
First day of classes; last day to submit Domicile Reclassification Application; Payment Due Date	August 29
Labor Day, university closed	September 5
Last day to add classes—all individualized section forms due Last day to drop with no tuition penalty	September 6
Last day to drop with a 33% tuition penalty	September 20
Final Drop Deadline (67% tuition penalty)	September 30
Midterm progress reporting period (100-200 level classes)—grades available via Patriot Web	September 26 – October 21
Selective Withdrawal Period (undergraduate students only)	October 3 – October 28
Columbus Day recess (Monday classes/labs meet Tuesday. Tuesday classes do not meet this week)	October 10
Incomplete work from spring/summer 2016 due to instructor	October 28
Incomplete grade changes from spring/summer 2016 due to Registrar	November 4
Thanksgiving recess	November 23 – 27
Last day of classes	December 10
Reading Days Reading days provide students with additional study time for final examinations. Faculty may schedule optional study sessions, but regular classes or exams may not be held.	December 12
Exam Period	Tues December 13 – Tues December 20
Degree Conferral Date The Winter Graduation Ceremony will be held on Wed December 21.	December 21

ArtsBus - Dates for Fall 2016: September 24th, October 22nd and November 19th.

ArtsBus Credit and Policies: You are responsible for knowing and following Artsbus policies and rules. Please go to the ArtsBus website: <http://artsbus.gmu.edu> "Student Information" for important information regarding ArtsBus policy. For credit to appear on your transcript you must enroll in AVT 300. This also applies to anyone who intends to travel to New York independently, or do the DC Alternate Assignment.

If you plan/need to go on multiple ArtsBus trips during a semester and need them towards your total requirement, you must enroll in multiple sections of AVT 300.

Non-AVT majors taking art classes do not need Artsbus credit BUT may need to go on the Artsbus for a class assignment. You can either sign up for AVT 300 or buy a ticket for the bus trip at the Center of the Arts. Alternate trips must be approved by the instructor of the course that is requiring an ArtsBus trip.

Visual Voices Lecture Series: Fall 2016 Visual Voices is a year-long series of lectures by artists, art historians and others about contemporary art and art practice. Visual Voices lectures are held on Thursday evenings from 7:20- 9:00 p.m. in Harris Theater: <http://soa.gmu.edu/visualvoices/>. Dates for Fall 2016: September 1st, September 8th, September 22nd, October 6th and October 20th.

Masonlive/Email: Mason uses electronic mail to provide official information to students. Examples include communications from course instructors, notices from the library, notices about academic standing, financial aid information, class materials, assignments, questions, and instructor feedback. Students are responsible for the content of university communication sent to their Mason e-mail account, and are required to activate that account and check it regularly.

Attendance Policies: Students are expected to attend the class periods of the courses for which they register. In-class participation is important not only to the individual student, but also to the class as a whole. Because class participation may be a factor in grading, instructors may use absence, tardiness, or early departure as de facto evidence of nonparticipation. Students who miss an exam with an acceptable excuse may be penalized according to the individual instructor's grading policy, as stated in the course syllabus.

Honor Code: Students must adhere to the guidelines of the George Mason University Honor Code. Student members of the George Mason University community pledge not to cheat, plagiarize, steal, or lie in matters related to academic work.

Writing Center: Students who are in need of intensive help with grammar, structure or mechanics in their writing should make use of the services of Writing Center, located in Robinson A116 (703-993-1200). The services of the Writing Center are available by appointment, online and, occasionally, on a walk-in basis. The Collaborative Learning Hub Located in Johnson Center 311 (703-993-3141), the lab offers in-person one-on-one support for the Adobe Creative Suite, Microsoft Office, Blackboard, and a variety of other software. Dual monitor PCs make the lab ideal for collaborating on group projects, Macs are also available; as well as a digital recording space, collaborative tables, and a SMART Board. Free workshops are also available (Adobe and Microsoft) through Training and Certification; visit ittraining.gmu.edu to see the schedule of workshops and to sign up.